GAME STRATEGY

Maneuver your serpent to make contact between the head of your serpent and the end of your opponent's serpent's tail, "biting" off one link. Each serpent starts with 10 links. A serpent can grow a new link (up to a maximum length of 20), if it is not bitten within a certain length of time. The time required to grow a new link depends on the speed at which you are playing.

Fast speed — approx. 20 seconds
Medium Fast speed — approx. 27 seconds
Medium speed — approx. 33 seconds
Slow speed — approx. 40 seconds

If a serpent runs into the edge of the picture and doubles back on itself, it will lose one link. Display at the bottom of the screen shows how many links each serpent has left. The game is over when a serpent loses all its links. The winner is the surviving serpent.

OBSTACLES

In game variations where obstacles occur, these appear as different colored objects scattered about the screen. The computer randomly sets the number and position of obstacles for each game with this variation. If a serpent runs into an obstacle, it will change direction of movement.